

2011
GENESIS
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GENESIS

TWO
GRADE
DUDES



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HANDLING THE SEGA GENESIS CARTRIDGE

- THE SEGA GENESIS CARTRIDGE IS INTENDED EXCLUSIVELY FOR THE SEGA GENESIS SYSTEM™.
- DO NOT BEND, CRUSH OR SUBMERGE IN LIQUIDS.
- DO NOT LEAVE IN DIRECT SUNLIGHT OR NEAR A RADIATOR OR OTHER SOURCE OF HEAT.

STARTING UP

1. Make sure the power switch is OFF.
2. Insert the *Two Circle Dudes* cartridge in the Genesis System (shown below) by following the instructions in the GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, re-check your cartridge insertion.

IMPORTANT: Always make sure that the system is turned OFF when inserting or removing your Genesis Cartridge.



TAKE CONTROL

Before you begin playing, learn which buttons prompt the moves and functions you'll rely on during game play.

**Directional Button
(D-Button)**



Start Button

Button C

Button B

Button A

TWO CRUDE'S CONTROL FUNCTIONS

Below list the controls for the *Crude* Pad. Master these "*Crude*" moves and make sure the oil "*Devils*" get what they deserve!

Directional Button (D-Button)

- **Up** - Character looks upward. Climbs ladder when ladder is on-screen.
- **Down** - Character crouches. Climbs down ladder when ladder is on-screen.
- **Right** - Character walks right.
- **Left** - Character walks left.

A, B and C Buttons

- **A Button** - Makes character grab objects or enemies directly in front of him. Will also make your character throw objects.



- **B Button** - Use the Button to Punch and Kick



- **C Button** - Will make character jump



Button Combinations

Your Duke can also perform many other "tricky" moves by pressing two-or-more buttons in combination.

- **D-Button Up + A Button** - Character can grasp items overhead. If you already holding an item you will throw it.
- **D-Button Down + A Button** - Lets Character crouch and grasp items on the ground.
- **D-Button Up + B Button** - Feared and punch upward.
- **D-Button Down + B Button** - Crouching punch.
- **D-Button Down & Left/Right + B Button** - Crouching Kick.
- **D-Button Up + C Button** - Lets character climb onto places that are too high to jump onto.
- **D-Button Down + C Button** - Character will jump half as high as regular jump. (lets you jump down from high places).
- **D-Button Left/Right + C Button** - Diagonal jump.
- **D-Button Down & Left/Right + C Button** - Kick & Roll left or right.
- **C Button + A Button** - Jump and lift up items; throw item if you are holding one.
- **C Button + B Button** - Jumping Kick.

NOTE: The last two moves can be made in combination with the Directional buttons. (D-button)

When being held by enemies or being bitten by the robot found, tap A, B, and C buttons to escape.

STARTING YOUR MISSION

You can press the Start button to skip the opening sequence and proceed to the Two Circle Duke's title screen.



Game Options

Before you start your adventure, you may want to customize your game by changing the standard game's settings. Use

the Directional button to select "Options" on the title screen and press Start to go to the options screen. The following is a description of your game options. Use the Directional button to select the item you wish to change. Press the A button to cycle numbers Up, B button to cycle numbers Down.



BANK: Pick the difficulty of your game. You can choose either Easy, Normal, and Hard.

PLAYE: Payer a how many lives you get before you will need to continue. You can choose either 3 or 5 lives.

CONTINUE: The sets how many times you will be allowed to continue before the game is over. The maximum times you're allowed is 3.

MUSIC: Allows you to cycle through and play all of the game's music. Press A button to cycle tone number Up, B button to cycle tone number Down, and C button to start or stop playing music.

S.E.: Sound Effects. This allows you to cycle through and listen to the game's sound effects. Choose a number with the A button then press the C button to play the effect.

CONTROL: If you need to assign the buttons on your controller to perform different functions, you can set them here. Take jump and attack refer to the different actions your character can make. A, B, and C refer to the buttons you wish assign an action with. For example, changing Jump to A under the 1P column will make player 1's character jump when the A button is pressed.

PLEASE NOTE: Your changes made at the Option screen will remain current as long as your Genesis remains on or you press the Reset button. All changes will be lost as soon as you turn your Genesis' power off.

Press Start when you are done with the Option screen. You will return to the game's Title Screen.

One or Two Player Action

Press the Direction Button Up or Down to select either 1 or 2 player start. With two of you fighting, the odds against destroying the enemy will be considerably better. But remember, your still competing for points so try not defeat as many bad guys as you can!

When you've selected either 1P or 2P, press the Start button to begin your game.

SCREEN INDICATORS



Score

Both player 1 and player 2's scores can be seen at the top of the screen. The Hi-Score is displayed in the center top. Your character's score will increase every time you destroy an enemy or enemy boss.

Power Levels

At the bottom of the game screen are two colored bars. These are Bill and Spike's power levels. Your character's power level will decrease when you are attacked or touched by an enemy. The number next to the player's power bar indicates how many lives you have left before you will need to continue. The middle "enemy" power bar will show on enemy boss' power left before he is totally defeated.

POWER COLA!



Knowing that defeating the "Big Valley" will not be an easy task, you have strategically placed "Power-Cola" machines along your path. Power-Cola is Bill and Spike's refreshing way to higher energy. Since all the Power-Cola machines are yours, feel free to look and punch them to dispense as many cans of cola you can get! Pick up loose cans and your character will "drug-a-lug" his way to higher energy levels. Don't get too greedy though, you'll need to share and you've only got so much time!

THE BIG VALLEY

This evil organization has learned of your attempts to take New York, and will stop at nothing to defeat you. They will send waves after waves of enemies all bent on keeping you from receiving their most important resource: "Sly-lob." What else awaits you when you finally reach Big Valley's hide-out???? Who cares! Let's party on, well-dude!

Here's the list of the enemies you'll need to deal with:

Funk'ns: Their preferred method of attack is the "wink" punch. There's lots of these guys, but by themselves they're not much of a threat.



Grease Monkeys: These guys used to wrench on tools in the forests. They might not be very bright, but they are dangerous.

Humahhunks: These little stinks are much nastier! Besides their grotesque appearance, they have a bad habit of sucking blood!



Arrogant Dillo: It's an genetic nightmare! Don't let this mad man from Texas bore you over! When he gets angry, he'll unfold into his more-human form.

Pyromaniacs: Especially good at getting on the head. A flame thrower and explosives, not.... You used!



Disc Cutter: The twisted Olympic thrower is razor-edged discs. Watch out, the disc will be coming.



Robot Hawk: Constructed to hunt down and destroy humans, stand clear when your senses "tell" the built-mechanized beast on you.

Commander: A group of witness scientists who watch each other's own bodies with a light-weight yet powerful "Cybernet" Hand-to-hand combat is their specialty, but they can also sling to walls and spray acid blobs from their helmets.



Mud Bomber: Likes to cling to walls and hurl a limitless supply of grenades at you. Be careful, his bombs are time delayed.

Hand-Sniper: A really mechanized humanoid, he can attack at long range with his telescopic arm.



Cyberg 01: Human on the outside, powerful cyborg on the inside. He looks like a pushover, but the guy really packs a wallop. He certainly can tilt and extract if you roll him up a little.



Cyberg 02: The more closely of the two models, if provoked, he sheds his human disguise to reveal the powerful machine he really is. For long-range attacks, he'll hurl his hand at you! At close range, you must dodge his patented "Iron Elbow" and left H-T Throw techniques.

Bomb Imposter: Who is the guy feeling? I wouldn't expect Xmas goodness in his bag though, more like extra-high explosives!



Rock Goliath: Usually the light'n'bulbs, the Giff boys are actually tons, but they've cloned themselves so many times it's hard to tell them apart. Holy abling movie!

ENEMY BOSSES

Who do you think these goons take their orders from? Well, at the end of every stage you'll get a chance to find out! These enemy "bosses" are extra hard to defeat. Make sure to stay tight on your feet and exploit any of your enemy's weak spots. Here's a list of all bosses you'll meet along the way.

Heavy Drinker (Stage 1)

A scowg who uses his pet snake as a lethal weapon. Watch out for his foot-whip and snake-rope that will bind and render you helpless.



Master Hooper (Stage 2) A grotesque fiend who wields a giant porcupine quill instead of arms. If these were as dangerous enough, because of the powerful light discharge glances from his glowing holes.



Blind-man (Stage 3)

Hell-human, hell-hound, he possesses razor-sharp teeth and a long horn. His attacks can be very gory!



Tiny Legs (Stage 4) One appears to be one of the Gill brothers gone crazy, an easy push-over right? Just wait until he metamorphoses into a mighty warrior with vampire-like tendencies. Ultra powerful claws are the feat of your worst, look out for his heavy punches and brutal bite!



Nail Spiker (Stage 5) A "quadrumanal" humanoid with four arms. Gets "healy" by marks, and he'll devour you like a giant drumstick, leaving only the bones. If he catches web-and-finds on the ground, he'll lash out with his four-armed punch. His appetite for human parasites you'll have an encounter with the Nail Spiker a couple pounds lighter! Aim for his neck, it your only hope.

Mad Scientist (Last Stage) Inside the enemy's head-quarters you'll confront the man you've fought so hard to see. His "Big Moley" megablast. Small and weak, the mad scientist is already spent at the last you've destroyed most of his empire. You laugh at his attempt to fight you, until... ..

ENEMY HARDWARE

The enemy doesn't need too much more to confront you with, but they do use two types of vehicles you should be familiar with.



Small Tanks: Most enemies and can easily run you down. You can punch it, destroy, but it's much more effective if you hit and throw it for guaranteed destruction.



Flying Bikes: This machine will never attack you and if you're lucky you may be able to destroy it. The flying bike is used exclusively to transport several enemies at one time.

STAGES

Here's your path to victory. Stick strong along the way and remember — Anything can happen!

Stage One: "The Sweaty Part of Town"

Desaturated New York, both through the formcodes toward the enemy hole-out. Your work on the "Dubs" is just beginning.

Stage Two: "Highway"

What used to be the main thoroughfare to the "Big Apple" has now become a playground of gas, guns, and trucks. All seven members of the "Big Money" try take anything to hit you.

Stage Three: "Abandoned Warehouse"

Nothing works, even in cooking — the place is just a mess of systems, except for dozens of mutants waiting for you to arrive.

Stage Four: "Rock Alley"

Strong weather knowing it looks like snow — or could it be nuclear fallout? It's Christmas time all year round on the side of the park, and this year there'll be plenty of presents under the tree. Ho-Ho-Ho!

Stage Five: "The Subway"

The subway, desolate and deserted. It could give the average crime-fighter a sinking feeling. Well, cheer up, you'll get a little taste of the city this time, on your own breathing view of New York and the only light-rail to the headquarters you've been looking for!

Good Luck Crude Dudes!

LIMITED WARRANTY

Datsun USA warrants the original purchaser only that the cartridge provided with this manual and the software program installed will perform in accordance with the descriptions in the manual when used with the specific equipment for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. To get your cartridge to Datsun USA or its authorized dealer along with the dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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